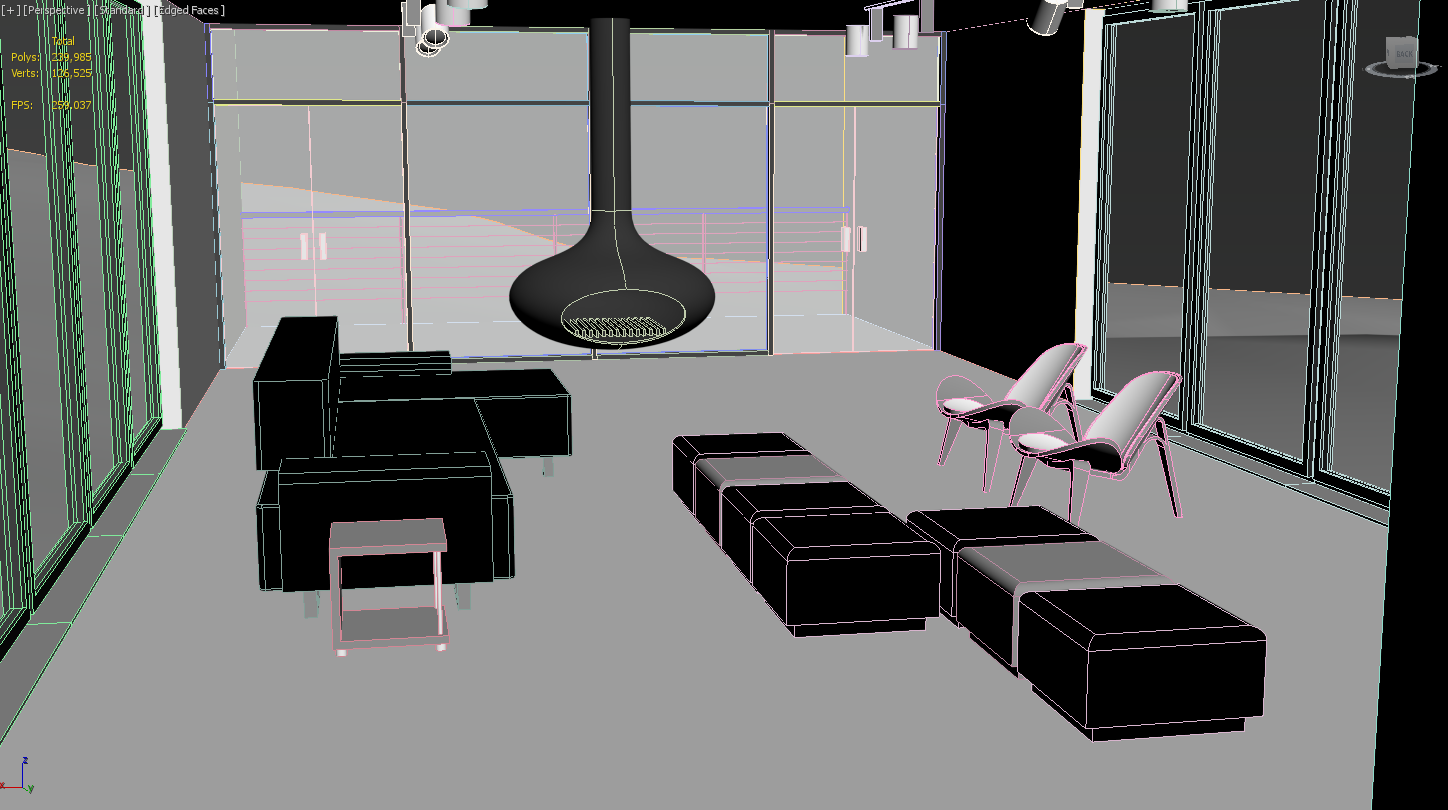
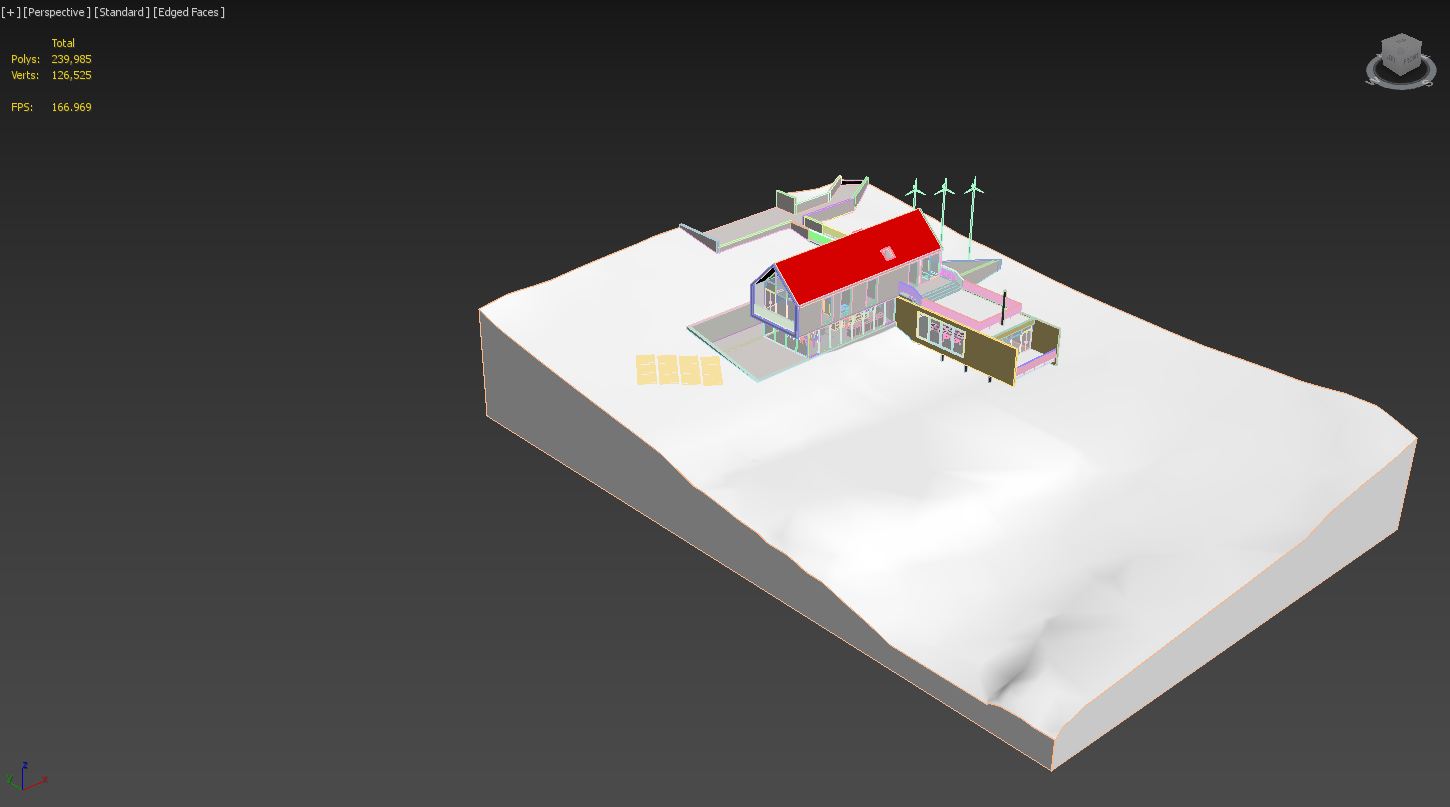
**Summary of Comparison Between Different Import Method from Revit to 3DS Max**

**Note: Findings are based on**

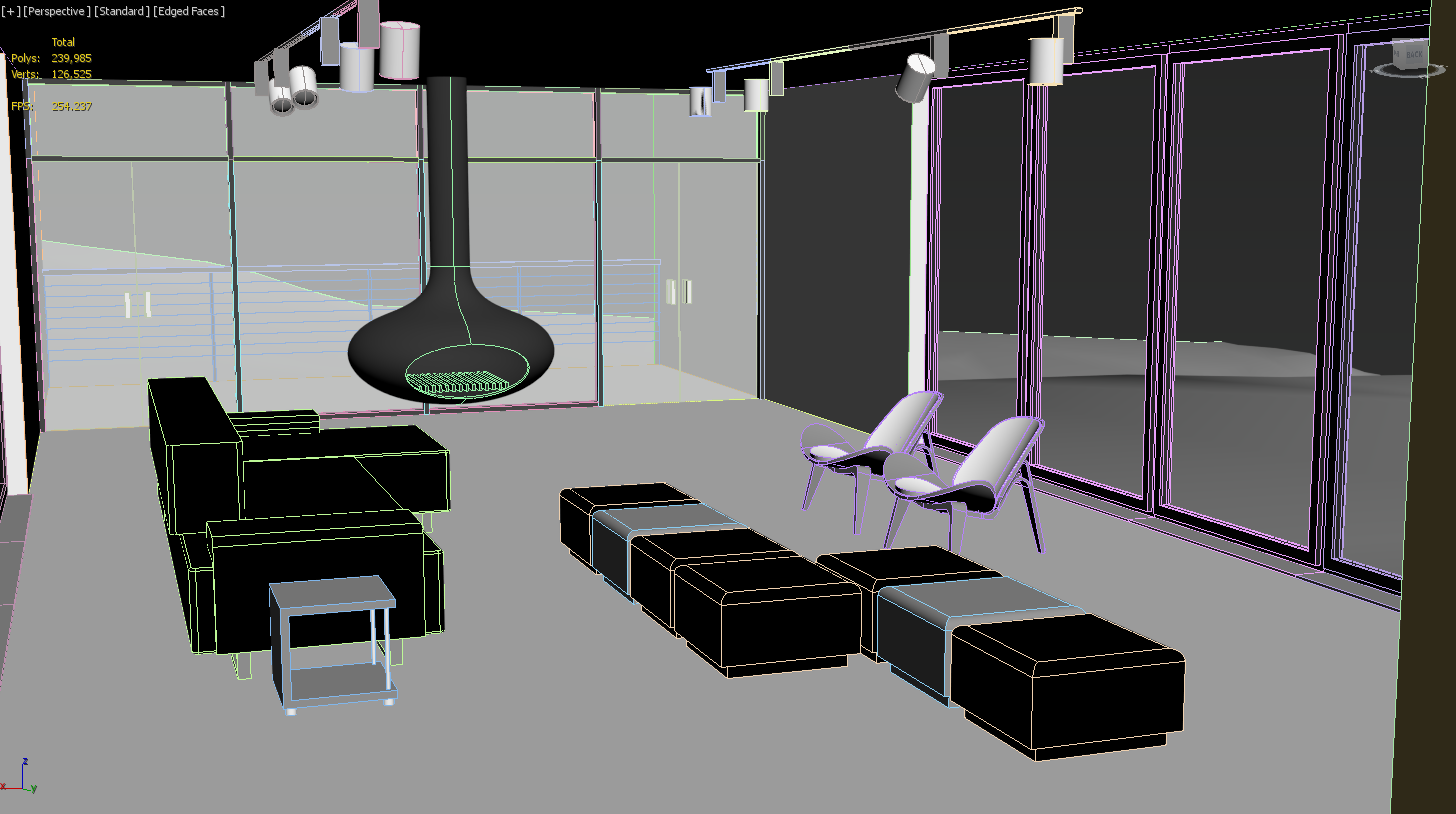
* **Sample Revit Project**
* **Rendering Mode: Edged Faces**

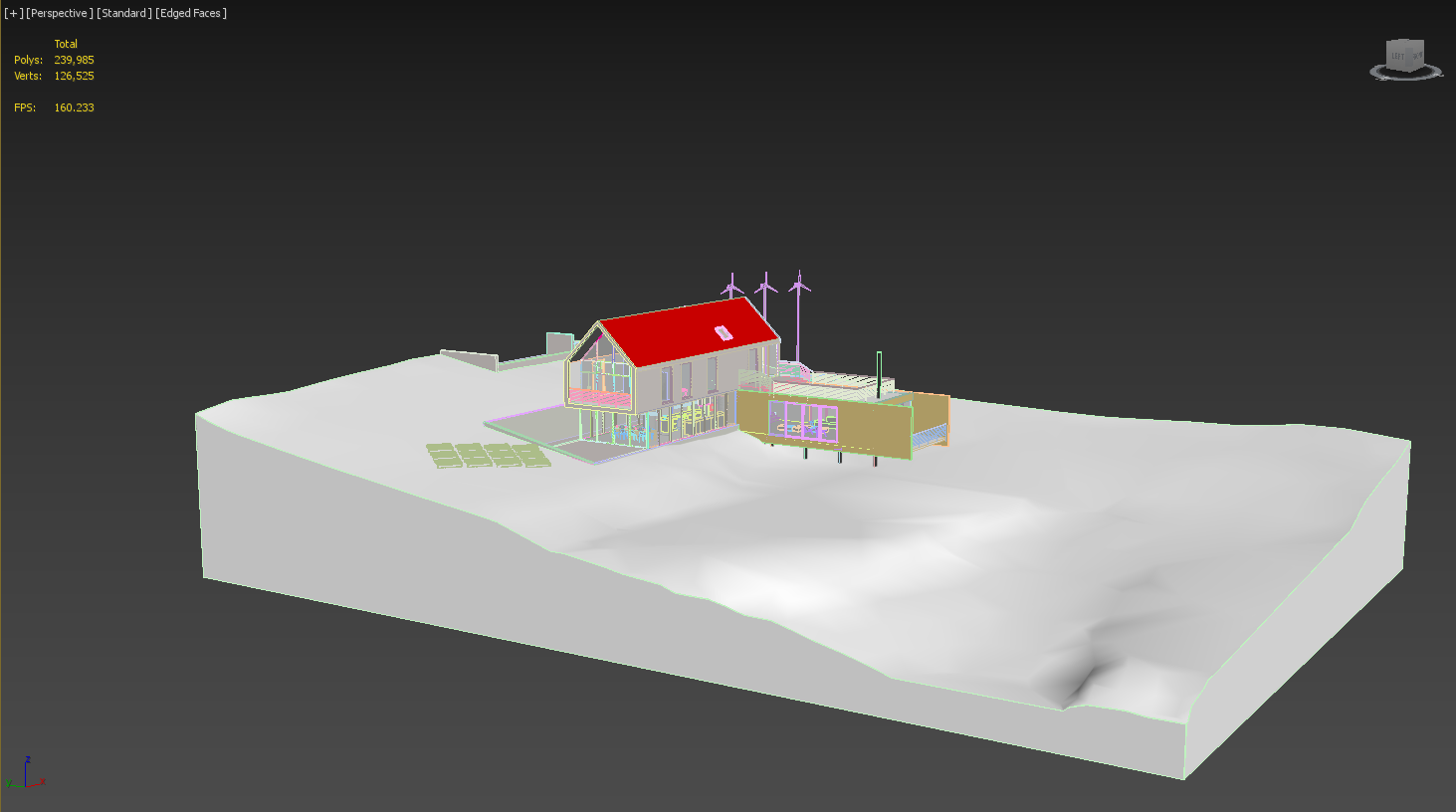
1. **1st Level Import Revit**





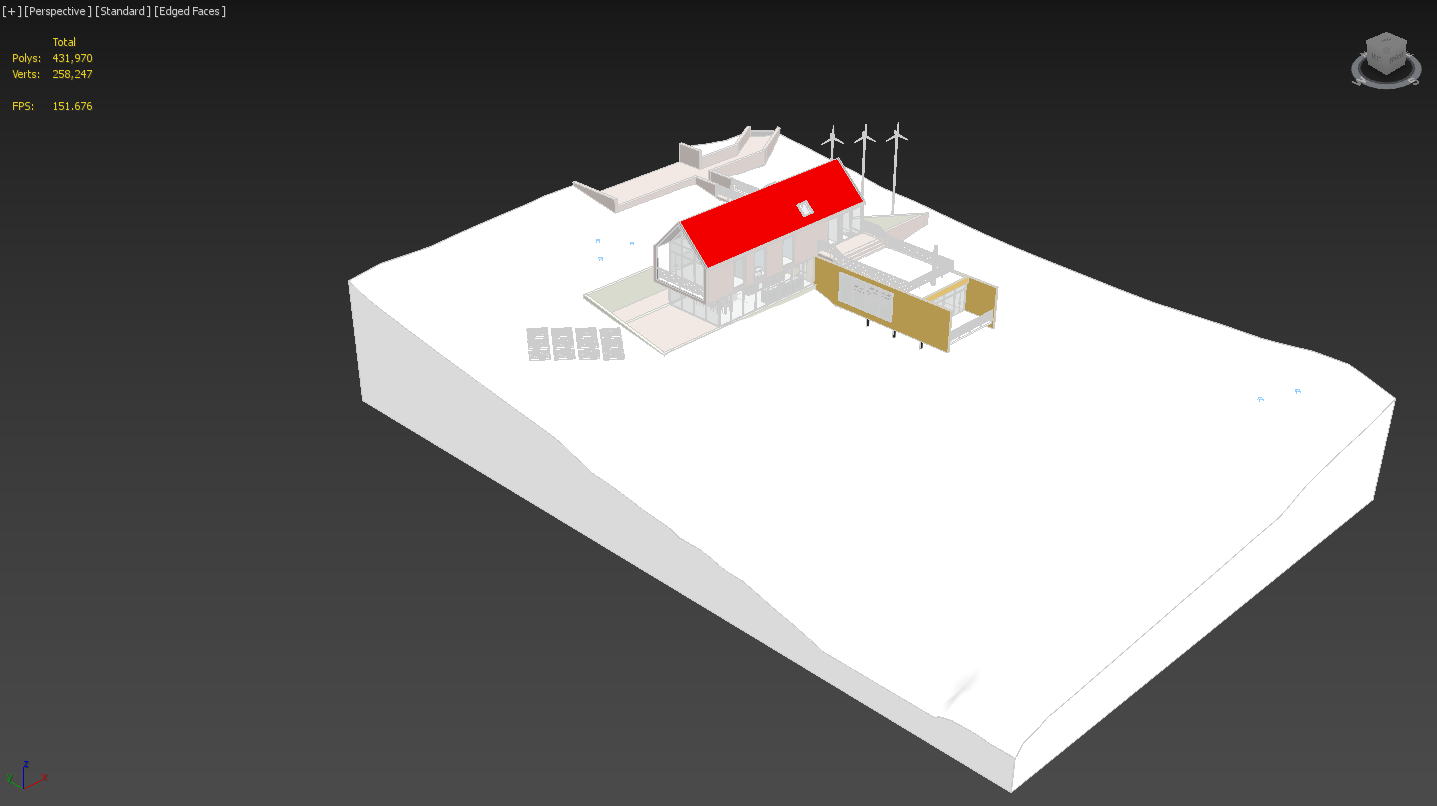
1. **2nd Level Import Revit**





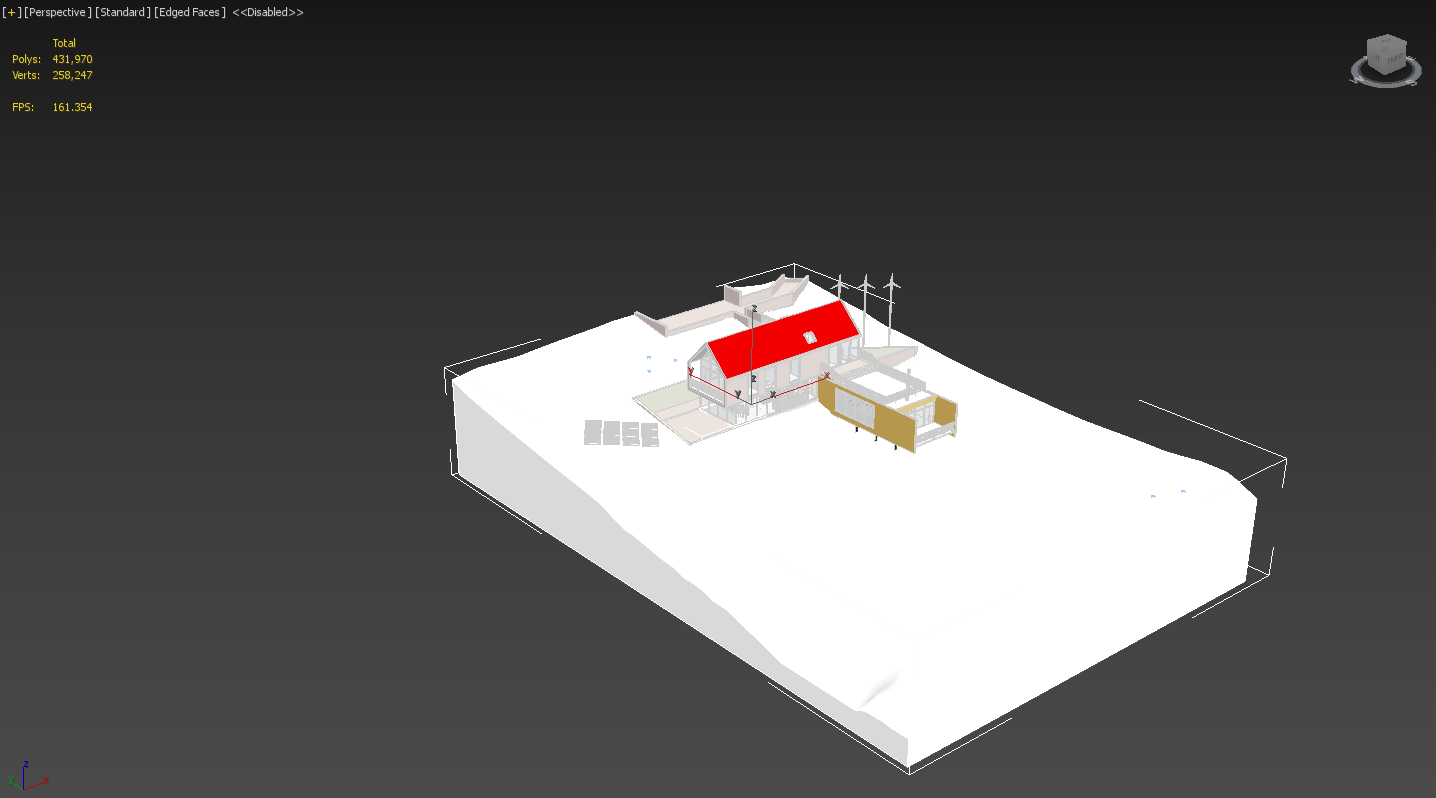
1. **1st Level Import FBX**





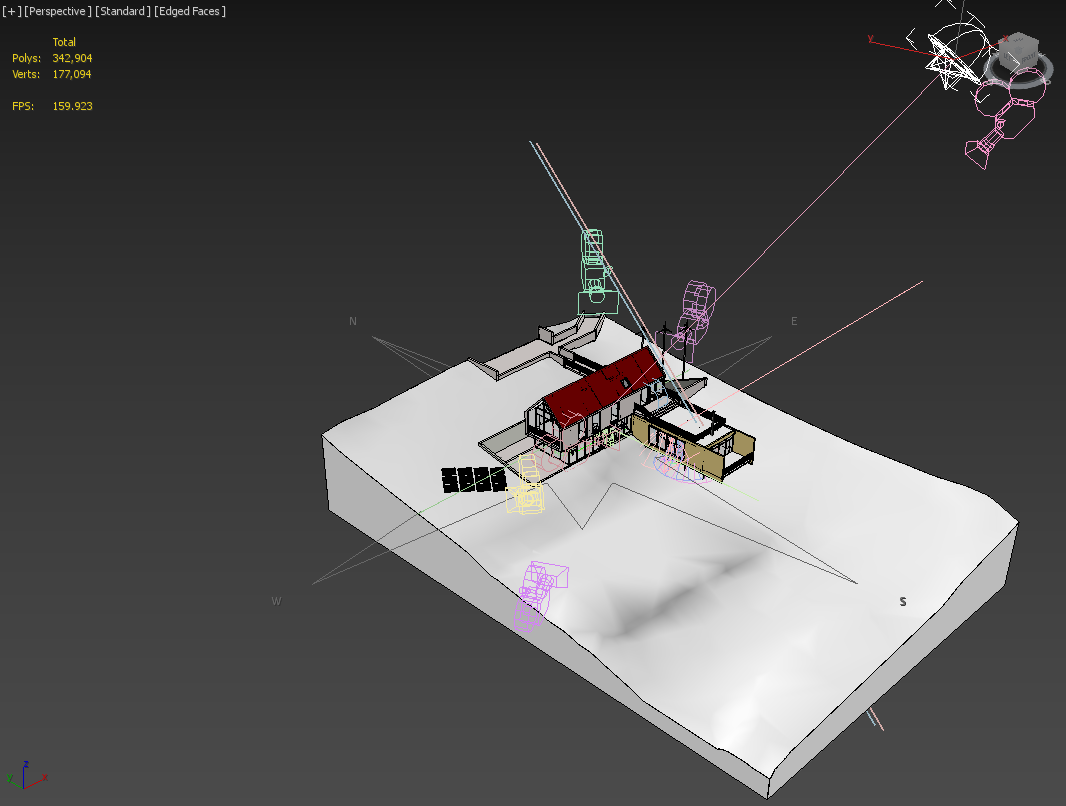
1. **2nd Level Import FBX**





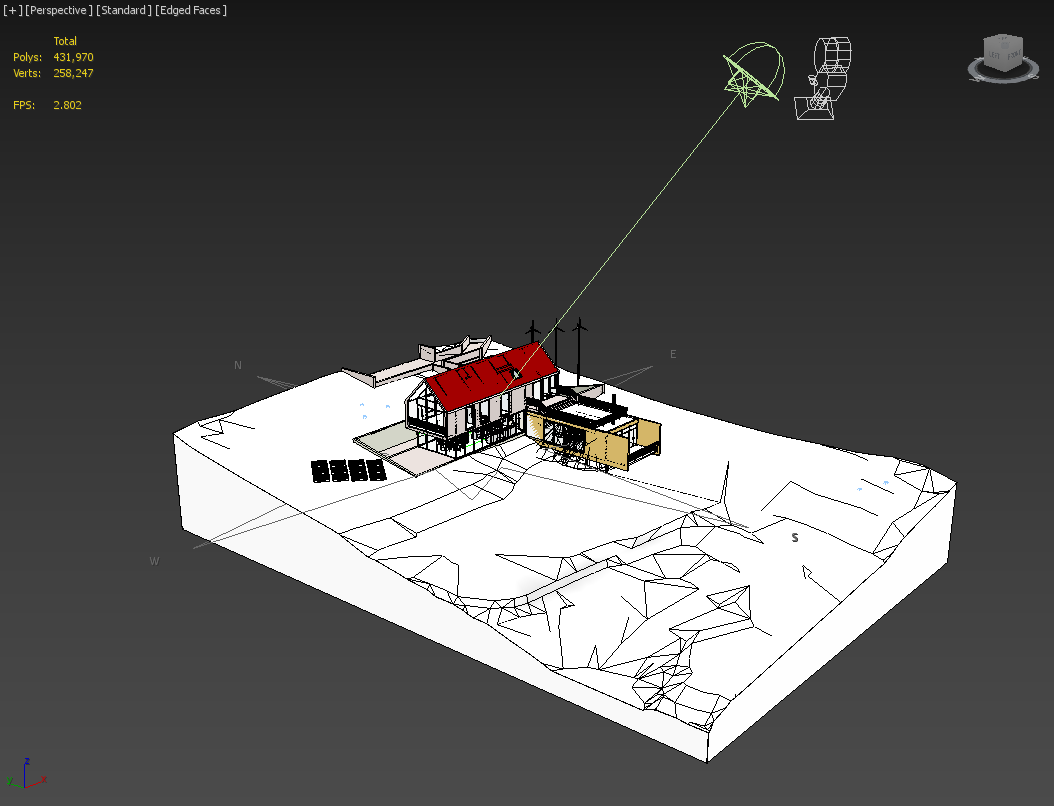
1. **Link Revit**





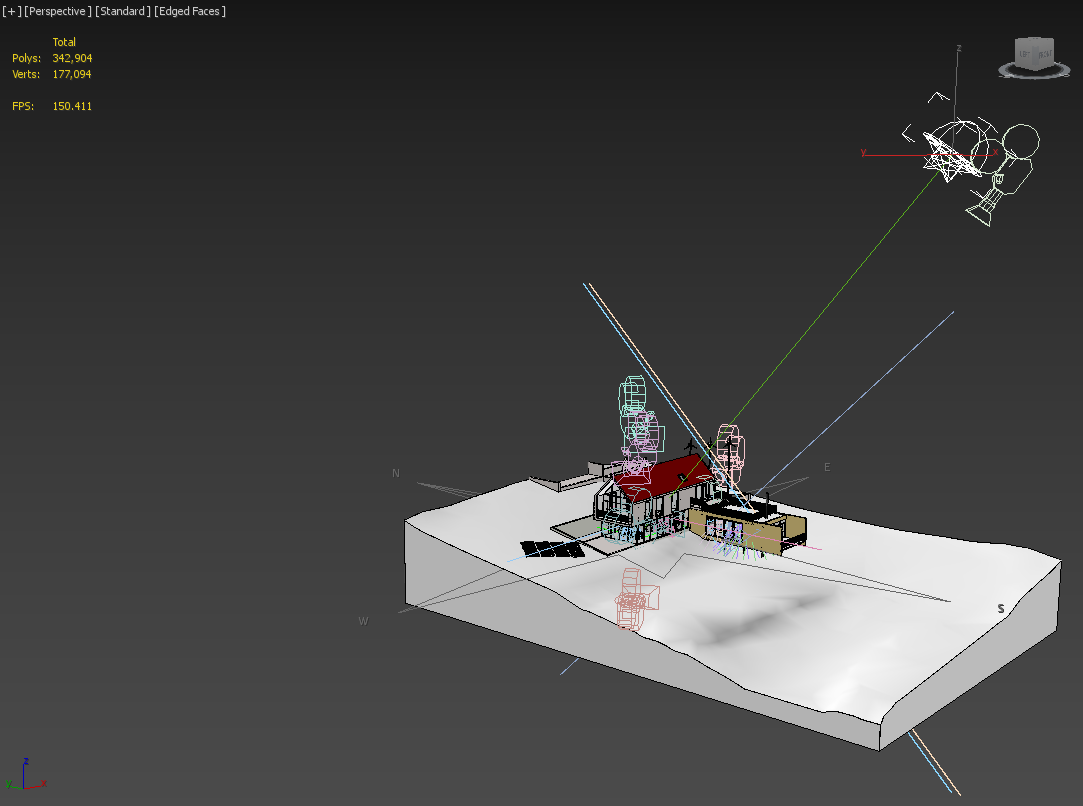
1. **Link FBX**





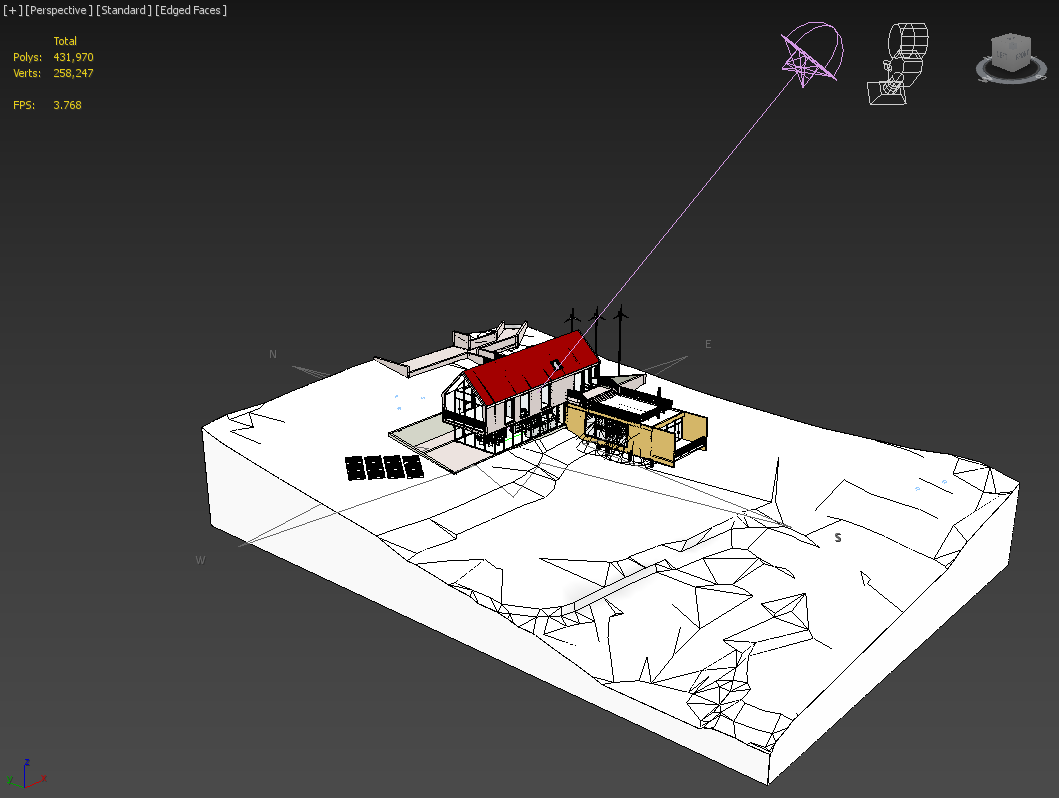
1. **Reference Manage Links (Revit)**





1. **Reference Manage Links (FBX)**





**Conclusion**

1. 1st or 2nd Level of Import does not affect the polygon or vertex count of the object. This applies for both FBX and Revit Files.
2. Importing objects through Link Revit results in slightly higher polygon and vertex count compared to 1st and 2nd Level of Revit Import.
3. All objects are scaled correctly and there are no missing objects observed in any import method.
4. Objects imported by link result in better objects’ smoothness.
5. Objects imported by either 1st or 2nd Level Revit Import are not as smooth compared to objects imported by link and FBX.
6. Objects imported through their Revit file take longer to import compared to FBX files.

**Recommendation**

Even though objects imported through their FBX files result in better quality compared to Revit files, polygon and vertex count for FBX files are twice as large compared to Revit files. Thus, importing objects to 3DS Max through their Revit files will result in more efficient polygon and efficient count.